



Topic	General Aims By the end of this unit students should be able to:	Specific VSA Learning Objectives By the end of this unit students should know/be able to:	Main Resource(s)
Probability	<ul style="list-style-type: none">Students will be able to use make sample spaces by listing, charts, or tree diagrams to calculate simple probability questions.	<ul style="list-style-type: none">⇒ Understand the meaning of probability⇒ Comparing the difference between the theoretical probability and experimental probability⇒ Finding the theoretical probability by listing sample spaces and counting, via tree diagrams or tables.⇒ Applications of the expected value	New Trend Mathematics TextBook S3A Chapter 6
			Support Resources
			Various worksheets Mathletics Links2 Lucky or not.
Guiding Question	Main Areas of Interaction Focus	Learner Profile	
How can a process based on luck be predictably profitable?	Community of service – From the assessment, students are required to design a probability game for the School Charity Fair	Inquires—students investigates the changes of winning and why people lose money in the casino.	
	Technology	Assessment	
		Assessment A, C, D	
	Embedded Enquiry	Cross-curricular Links	
	Trying out some Games related to probability from the dices to the changes of getting caught by the teacher.		
ATL	Communication Skills: Problem Solving & Thinking Skills		